

Abyss of Choice

A Jumpchain Original Jump by FancyFireDrake

Note: To take this Jump you must have had at least already 10 Jumps completed and MUST have spent some amount of CP in each of them.



All beginnings have an ending.

Every choice has repercussions.

...Did you truly believe you were above consequences?

Your body aches as you regain your consciousness. Frantically you look around, memories flooding back as you adjust to your surroundings.

Who are you?

Jumper (Free): You are a Jumper. A being that transcends the Omniverse. Travelling from World to World to explore, fight, conquer, or do whatever else it is your heart desires. Jumpers are dimensional anomalies, able to gain power by the grace of CP. Whether or not you have a Benefactor you have already explored your fair share of Worlds... till you found yourself in this odd realm...

And all the Power you had honed seemed to have vanished.

Companion (Free): ...How did one such as you enter this Realm? You weren't the Jumper but you came with one on a Journey. Regardless CP is spent by you as well... and all that applied to a Jumper, this once, applies to you as well. Albeit... with how little you spent you might have an advantage.

Where are you?

It is the surroundings itself that tell you of your location. You are in the Abyss of Choice. Perhaps the most dangerous location in the entire Omniverse. The Abyss of Choice is a concept, the place where CP goes to die upon being used. More accurately this is YOUR Abyss of Choice. Every CP you ever spent has helped create this realm, being the husk of what you were gifted, like the thrown away shell of a nut.

Every being, every Jumper that ever consumed CP has one, though few ever land in this realm, as such the concept itself may have become a myth. Why is it you are here I wonder. A final test from a particularly ancient Benefactor? An attack by an enemy that should have killed you but your will was too enduring? Lets hope it is a good one.

You start with **-1000 AP** and **you must take Drawbacks to achieve at LEAST 0 AP after you've made your purchases.** What? Where you expecting to gain something in this forsaken place? You must pay

the price for your power and even more if you seek to gain more from this experience. Furthermore **any Generic Drawbacks you kept or other exploits for more CP are deactivated for this Jump alone.**

Special Rule for Companions: Choose the single highest stipend a Jump you took ever gave you for Importing. That will be your Debt (For example if the highest an Import gave you was a 500 CP stipend your debt is -500 AP).

What Remains?

What Remains (Free): You are not robbed of your Powers. It only seems as if they are... dimmed.

Your most treasured Items, your most valued abilities, all of them are still there for you. Yet... it seems as if they are lacking. Instant Win powers, should they be among these precious few, are not working properly. Be it Plot Armor, Path to Victory, Instant Kills etc... all seems to end up somehow failure ridden. Best hope you didn't rely too much on such.

But this may not be without its benefits. These most cherished things... seem to have reacted to your enjoyment of them. They are part of your very being, your very Bodymod, inseparable from you. Additionally the Items you have chosen seemed to have become... one in some way, granting each and every Equipment the same capabilities of the others.

Keep note that its not about the Perk in question but the Type of Perk. For example you may choose Pyrokinesis if the ability to control flames is the one most dear to you, leaving you with all fire related abilities you have gained.

This is less of a choice you make however and more of a consequence. These Perks and Items truly **MUST** be the one you hold most dear.

You may pick 8 Powers and 8 Items.

Drawbacks

Trial (0, Mandatory): For every World you have entered there is a Trial connected to your time there. It will be based of the most pivotal moment of your time spent in the Jump. These Trials can take many shapes but if you wish to escape this place you must win them all. You know when you have found a trial and what you will have to do.

Song of Lamentation (0, +200): There is an eerie sound as you traverse through this realm. Perhaps the voice of the gone CP itself that calls to you, accompanying you for a final time. It is oddly pleasing to hear, like the background music of a game you enjoy. You may keep this Song with you should you leave this realm.

However for +200 AP, the Song is maddening to listen to, as if it comes from the Musicians keeping Azathoth asleep. Something about it makes your skin curl. Great Power of Will can ensure that you'll endure the Song but it will be an annoyance even then.

Warping surroundings (0/+200): By its very nature the Abyss of Choice will resemble places from your Journey but in a decayed, ruined or twisted state. Those who visited Warhammer 40K may find the Imperial Palace and ones who ventured to RWBY could find Beacon Academy.

However for +200 AP the surroundings will be hostile. The very ground you walk and air you breath will be hostile, trying to inconvenient you. Statues of Heroes of old may come to life or the Walls shift to bring difficulty your way.



Familiar Faces (0/+200): Abyssal versions of people you remember will cross your path as you make your way through this realm. They will face you in battle, give you trials, or otherwise enforce on you a test of character. You must pick one but may choose multiple for +200 AP each time, up to a maximum of three. Should one person somehow apply for more than one category they may count as such.

-The most awful failure: What is it that you did, or that you suffered, that you still can't forget?

-The dearest love you ever had: Who is it that resides in your Heart? Who could you never be without?

-The greatest enemy you ever made: They make your skin curl at the reminder of their mere existence. Their blood boils at the sight of a mere molecule that makes up your being.



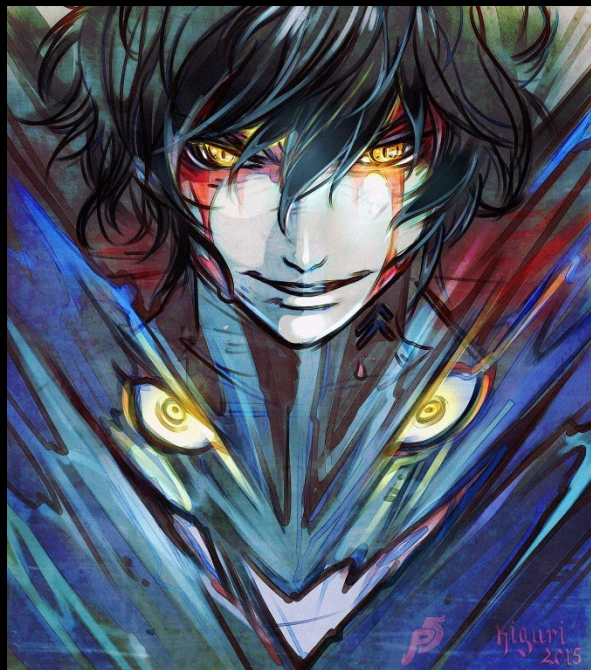
FAILURE (+200/+400): This Spectre of constantly changing Abyssal Matter is the coalescing of an Abyss belonging to a Jumper that failed their chain. Now this lost being is in your Abyss and they seek what you have. They will fight you like a wild animal, drawn to the CP that once defined them.

For +400 AP instead there are multiple Spectres, hundreds, thousands perhaps but never more than the amount of Jumps you have done.

However making Peace with them may not be impossible. Should you somehow tame them and make them snap out of their trance, make them remember what they are, they may stop clinging to the being they had been a shell for. They may resemble the Fallen Jumper in appearance but be drastically different in personality, instead being like a new born child, innocent and with so much potential. Should you make it out of here, they may come with you.



THE TRUTH (+600): What is it we hide? What is it we really are when all pretences of morality or the watchful eyes of others are no longer on us? Whatever is the truth of your being, the good and the bad, the parts you are most ashamed of, you will encounter here. Should you fail to accept it or make them bend to your will... the Truth will break you.



Another One (+1000/+1500): There is another Jumper with you, their Abyss of Choice in some way fusing with you're own. They have every AP point you have... but also every drawback you have. But perhaps more important than that is the deep layer of animosity. Their hatred, spite and wrath towards you know no bounds. No silver tongue or dire situation will make amends between the two of you, except for ONE case alone. At the very end of your Trials... you must face each other. Only one can come out on top.

For another +500 AP... they have already been to this realm somehow and succeeded in escaping. Those 500 Points are the only ones they do not share with you. Beware.



THE ABYSS OF JUMPCHAIN (+1000): I am not malicious Jumper. I am simply the very thing Jumpchain couldn't be without. When the original creator first thought of the first CP points into existence... so was I. As long as Jumpchain exists I will. And all I desire is an entertaining tale. Much like the ones who read this document.

If you wish you must face me in my totality. From every Jump that exists and ever will exist I know. There is no power or equipment you have I do not possess.

But... you must not defeat me. You simply must show me the depth of your will. If you pass this test... I will deem you worthy.

Should there be another Jumper with you, you may both come at me together, no matter how much hatred you have for each other.



Perks

You may pick one Perk of every Price Tier (100, 200, 300, 400, 500, 600) to be Discounted by half. A 100 Perk discounted as Free.

Abyssal Nature (Free): The Abyss is a strange Eldritch realm and its powers are unnatural to even CP. Some of its effects must have reached into you. This is not without its Perks. You have a limited form of longevity, being immune to the effects of aging and forever remaining in your prime. You also no longer need food, air or water, surely something that is handy in such a hostile place. Due to this strange energy, effects of reality warping around you are also having a much harder time sticking on you. Finally every perk you purchase becomes part of your Bodymod.

Your Nature (Free but only once can be taken): What kind of Jumper is the one you most identify with? Be truthful in this choice for you have no other opportunity. Nothing can allow you to purchase this Perk twice, not even outside context powers. Its expected that every Jumper is at least one or more of these things... but only one may be taken.

-The Warrior: The glory of Battle, be it to protect the weak who can't fight or to collect the Skulls of worthy adversaries, is what is most important to you. Your skill in combat are increased the Essence of Your Nature fuelling you.

-The Ruler: To rule and guide the fate of entire civilizations is truly a most wonderous thing. As such your capabilities in ruling are increased the Essence of Your Nature fuelling you.

-The Builder: Crafting things the Omniverse has never seen before, is there a more wonderous thing? Anything you build with your blood, sweat and tears will be greater than before the Essence of Your Nature fuelling you.

-The Collector: To travel and take, to hoard and gather, to have the pleasures of the material that is what you enjoy doing. You know instinctively what may be of interest to you, know where to find it and once taken only your true death can rob it of you the Essence of Your Nature fuelling you.

-The Genius: To discover the natures of reality, to understand all there is to know be it magic of science that is your calling. Any intelligence based abilities are strenghtened the Essence of Your Nature fuelling you.

-The Hedonist: Indulging in all that the Omniverse has to offer... what good is an existence that you can't enjoy? You shall find enjoyment of the greatest calibre in even the most mundane of things as long as you wish it the Essence of Your Nature fuelling you.

-The Traveller: To simply travel across the waves of infinity and see all there is to see. There is no better way to life. There will be no realm where you are not welcome, as long as you did not come here to fight or cause unrest, the highest of Heavens and the deepest of Hells will accept you alike as a visitor the Essence of Your Nature fuelling you.

-The Messiah: When the voices of the victims and desperate cry out for a Hero... it is you who answer. As such whenever you fight for someone other than yourself, you find your every skill and ability strengthened the Essence of Your Nature fuelling you.

-The Doom: Heroes and Gods alike quake when you enter their realm. As such whenever you fight for no one but yourself, fight to destroy someone in your way, you find your every skill and ability strengthened the Essence of Your Nature fuelling you.

Survive (100): This is what a Chain is about in the end. For you at least. All that matters is survival. As such you need to be well versed in such. Furthermore it serves as a special kind of One Up. When

every other option is exhausted and you have been dealt a killing blow, you will instead merely pass out for 10 years... or until someone decides to wake you. Should you be killed in this state you WILL perish however.

Entertainment (100): Perhaps the TRUE thing a chain is about. Entertainment. Isn't all of this just a means to entertain ourselves? To do something we enjoy? Well you shall have that. You are able to bring enjoyment with your actions to even the most knowledgeable and supreme beings, them finding your exploits entertaining to a point they enjoy checking up on you.

Balance (200): There is a opposite reaction to every reaction. This entire realm is proof of that. You can Balance any sorts of powers, no matter how antithetical they appear within you with no downside. Even regarding AP and CP which makes the Perks you gained here just a little more effective.

Extinguished Spark (200): The Spark is by some seen as the pinnacle of Jumpchain. Whatever there is to offer... you might be able to gain it with such. So... what could you do by sacrificing one? Should you for some reason want to, with this Perk, you can sacrifice a Spark you gained. This will surely make the impossible possible, perhaps even allow one to slay a Benefactor like being. But the Price is steep... which is why this Perk isn't as expensive as you might think. The possibility costs little but the using the option is great.

The Pinnacle (300): Jumpers are destined to be the shakers and movers of the Omniverse. Their very nature makes them such. Their the Übermensch of fiction, the pinnacle of evolution. There is no peak they can not climb too. This extends to 'absolute' effects which become not so absolute when directed at you. Every skill and Item you use will always work at its best capability without any drawback attached to it.

Limitless (300): Jumpers are unbound by any rules except for their own. Limits are suggestions, the impossible becomes possible. Whatever limit you have on your potential it is removed and if you do something that shouldn't work... well you might just find a way. Now just hard work is what keeps you from ascension. Then again... is it truly work?

What's Yours is Mine (400): All these skills, all these Items. Granted to you where others had to work all their life. Seems unfair does it not? A Jumper enters a World and merely copies what makes it unique into itself. Let's make it official. Whenever you defeat someone you can take all that they have and seal it into Orbs to use yourself or hand out to others.

My Real Form (400): So many faces, so many bodies, so many stories behind each of the masks you've taken. Why not make it easier? You have ONE True Form whose designs is up to you. Any Alt form and transformation you have is encompassed in this form with all benefits and no weaknesses.

Storybreaker (500): The embrace of a Story. The fact that there is a line for every character to go. It may sound comforting... but no story ever expects you now does it? You can unravel the strings holding a story together. Fate and Plot Armor alike break for you and any unwanted side effects won't be things you have to worry about. This is not their story anymore...

Storyteller (500): Because it is yours. You are the protagonist of your own tale and the World treats you as such. Fate and Plot Armor alike are yours. Go forth Protagonist.

Last Breath (600): In a way this entire Realm might be your Last Breath. A final shot at reaching Salvation. This is your Generic One Up option but with one twist. It also allows you to ROB people of their last breath, essentially making revival or One Ups useless against you.

Sacrifice (600): When all seems lost and you have nothing but sheer will to give, is when your enemies will truly come to fear you. At will you can enter a state of supreme Power. It will boost your capabilities like nothing else... but will come at a terrible price.

It actively drains from your very being and the longer you use it the more heavier the price there is to pay. Use it too long and you may very well end up crippled.

The suffering isn't permanent but will take exponentially longer and be more severe the more and the longer you use it. Still... a man could face a God if they are willing to suffer for their Victory.

Once activated it can only be used again once any trace of the given sacrifice is gone.

Not This Time (500/Requires Another One 1500 Variant/Undiscountable): This option is only available for those doomed to have **Another One of the +1500 Variant**. In an attempt to balance things... the Abyss has offered another choice. Abilities that are ought to be more effective against CP using beings will prove no more useful against you. Finally... an even playing field.

Items

Pure AP/Pure CP (300/One Free and exclusive for Another One): Yin and Yang. Matter and Anti-matter. There are always two sides to every coin. CP and AP are no different.

This is an Orb of **Pure AP**, the very currency you use in this Jump. It cannot be spend on anything however. Instead, it has a curious effect. Used on anything, it can erase it and itself from existence. The scale of what it can be used on is very vast. It could be a God, an attack, a reality warping effect spanning Multiverses, CP fiat backing. The only thing it can't erase is a Spark.

You can use this Item once and it will disappear along with whatever you used it on. When used you gain a new in 10 years.

And than there s the very thing that got you this far. **Pure CP**. Untainted. Unused. But also unusable on any Jump Doc. You can not use it to purchase anything requiring CP but it has other uses. Its pure Power, untapped potential of things not yet unleashed. You can use it for many a thing. It could perform a miracle, like bring back someone from nonexistence, create a multiverses spanning change, reverse the effect of its Abyssal brother and if you were to combine it with your own power, you can even place one CP backed ability to give out.

You can use this Item once and it will disappear. When used you gain a new in 10 years.

Those who have taken **Another One** gain one Orb for free but beware... your opponent will get the other. Furthermore if you walk this Path you wont be able to buy the Orb you didn't take. Only succeeding in your Herculean Task will give you its sibling.

Those who didn't take the drawback may purchase both... if they can afford the Points.



Companions

Alone (Mandatory): You are all by yourself. This is your Abyss and you must see this Journey through alone. The comfort of companions, followers or allies is not available for you in this Place...

A Hope? (1000): But if you truly deem this Trial too arduous... if you manage to gather enough AP you might be able to throw out a Beacon of Hope. A Jumper or Benefactor who has the capability to enter the Abyss of others... they may answer and save you just before you meet your demise. This however also robs you of whatever rewards/perks and Items you may have received... and when has someone ever reached greatness without risking something? This option is incompatible with the Drawbacks ~~THE ABYSS OF JUMPCHAIN~~ and **Another One**.

Redemption (Free but Requires FAILURE): Should you have made peace with the wraiths of remains from failed Jumpers and will be able to leave this realm, they may come with you. Be it as followers or companions is your own choice but if as a companion and you have multiple they count as one slot.

Truthfully (Free but Requires THE TRUTH): You have accepted yourself in your totality or reached some other form of understanding with what you truly are. As such this Truth will come with you. They will take the form of yourself but... altered in some way. They have every skill you have and you can summon them like a spectral guardian. Otherwise they will be a presence in your mind ready to help you and advise you as best as they... or you... can yourself.

Corpse of a God (Free but not without Price): Where do Gods go when they die? In strange eons, even death may die, even the ones who give us all. You discovered the Corpse of a former Benefactor. Whatever may you do with this I wonder?

The Final Challenge

When you have overcome all Drawbacks, faced all Trials and have been through every Replica of a Jump... there is but one final test awaiting.

The Abyss, your Abyss itself, will manifest in a form to do battle with you in a void of nothingness. It may be humanoid... or completely Eldritch. They have every skill and Perk you possess as of this moment and Spectres of Fallen Jumpers will be nothing to them, for they are still complete as long as you exist.

They are not malicious... but know what they are. They have been your closest companion since the very first Jump. They embody everything you are and are not. If you wish to leave this Realm... you must prove it to the very Choice Points you used to get this far. Be it may battle or by talk, most likely both.



The only challenge that awaits you after this would be, if you had taken them, ~~THE ABYSS OF JUMPCHAIN~~ and **Another One** in that order.

After defeating your Abyss the Concept of ALL Abysses itself will battle you. Should your enemy have bested their Abyss than this is the one time you can unite in battle. Even the most spite fuelled beings would realize that in the face of such a being there is only a hope to prove your worth in combining your forces. There is no hope of victory... merely hope to prove your will.



When the Abyss is pleased by your performance... that is where the scenery changes. A fitting Battlefield for a Battle between beings transcending Gods. A Void becomes a mixture of locations dear to you both. Maybe you both see your first home, but they fuse in an odd harmony. Or perhaps it is merely still a void but instead of colourless nothing it resonates with the colours you associate with, them seeming to do battle as the both of you do. Maybe the scenery changes with the fight itself, I can't possibly say. Regardless... the winner takes all.



Reward



The Spark. After all this time. Truly was there a greater way you could have achieved it? It was deep within you all this time. One hidden between all that you discarded. Even for those who possess one already... I am sure the achievement behind this Spark in particular is deserving of being remembered.

But there is more.

The Abyss, satisfied with its constant companion, may take a form most pleasing to you. They will keep scaling to you but will always be a cherished friend or perhaps a devoted lover, depending on what relationship you wish. They will accompany you for free into whatever realms you may go. They may not purchase anything but possess all you do.

Furthermore the Abyss itself is now yours. A Pocket Dimension where you are its only ruler. It will link to your Warehouse and have every capability it too possesses and expand with every World you should continue to enter, if for some reason you decide to continue Jumping.

Finally... you managed something few did. You face the very antithesis of your existence as a Jumper. As such your every power will be more useful against Jumpers or similar beings using CP, striking them like a weakness would.

If you have taken ~~THE ABYSS OF JUMP CHAIN~~, the Abyss itself respects you and has granted you a final gift. Its antithetical nature strengthens the anti Jumper effect of your abilities you gained via this Jump two fold. Furthermore you gain the ability to enter the Abyss of Choices of other Jumpers. Perhaps this would allow for a rescue... unless they have taken either the drawback or Another One in which case this is their duty and they must see it through.

If you have taken **Another One**, what was there's is yours. You get every ability, skill, Item and more they ever harnessed for your own use, even whatever they gained in this Jump. This includes their Spark, making you an Oversparked entity. If they are of the Variant that already conquered the Abyss somehow... than you gain their Personal Abyss as well and another boost to your anti CP abilities.

As reality breaks apart and the light returns to this forsaken realm... you take one pure moment... to understand all that you have done. The importance of this moment. Every moment that lead you to this comes to you...

You smile with contentment... and step out into Reality once more.

Now go forth... Child of the Omniverse.

Write your own story.

Notes

So what is happening here?

Your Jumper ended up in the Abyss of Choice. The Abyss of Choice (or short AoC) is the pit where all the used up CP you spend end up. All your powers, all your skills, all your Items, all your companions, everything you have ever purchased with CP has ended here. It is made out of thousands (depending on how many CP you spend perhaps TRILLIONS) empty husks of CP. It's the complete antithesis of your Jumper.

How they ended up here depends. They could have been send here by an enemy of theirs, send here by their Benefactor for a final test or stumbled into it themselves on accident.

The idea is basically a bit of a mixture thematic wise of Kingdom Hearts, Persona, the Warhammer 40K Warp and a bunch of other things.

The very premise of this Jump is to make Jumpchain, one of the most broken things ever thought off, **HARD AS F*****. To throw a Jumper into an environment where even THEY WILL struggle and have to EARN a victory clawing themselves out of a twisted realm of their own design. To put it differently, you can expect the Trials and enemies you have to face to be fiat backed struggles/scaling. Also any exploits for more CP are deactivated in the spirit of the Jump. You can cheese a lot of things in a chain... but not this one.

As such its very understandable if this Jump doesn't really work with your chain. You may decide at your leisure if the concept of an Abyss of Choice even EXISTS in your Chain. But for those wanting to push their Jumper to their absolute limits and gain appropriate power... fell free to dive right in.

Though... well I can't actually FORBID you from coming up with your own rules, Jumpchain is a solo player campaign after all. Just as one can decide 'I HAVE INFINITE CP' they could also just go 'I DON'T ABIDE BY THESE RULES' ...but what's a story without a challenge?

A Hope? Is basically the Rescue Net option. If you deem this Jump too difficult you may ask for rescue and receive it at the cost of never being able to return to this Jump and forever losing the benefits you may have gained.

I repeat it again the Abyss of Jumpchain is NOT EVIL. It is merely a spectator. Its on the same level of existence as the people actually making Jumps and interacting in the community. It knows what it is and all it desires is for Jumpchain to continue and for the stories to continue playing out.

To give some reference about how powerful extinguished Spark can be... for anyone familiar with a chain I'm running, this is how Adam killed his Benefactor by sacrificing one of his Sparks.

To give a sort of reference regarding what powers can be picked for What Remains... you cant pick something extremely vast like Reality Warping or Magic or complete Elemental Control. But Sub categories like combat Magic, Pyrokinesis and the like are game. These MUST be the powers most important to your Jumper however. Really the choice doesn't matter as everything in the Abyss Scales so its more about the flavour.

Really this whole Jump is more storytelling exercise.

I own none of the pictures used in this Jump.